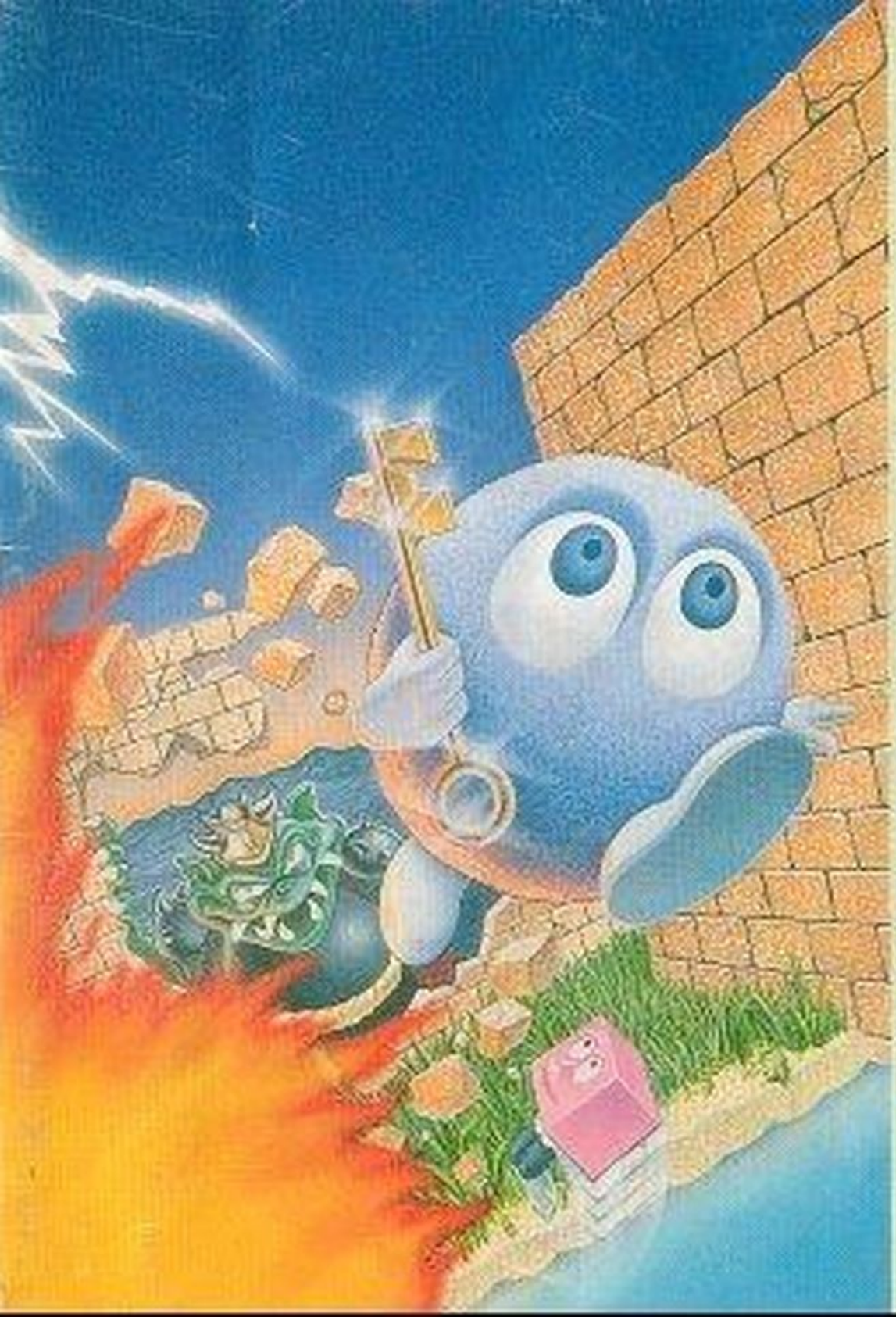

NES-AV-USA

ADVENTURES OF LOLO™

HAL™

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CARE OF YOUR GAME

1) Always make sure the power is off when inserting or removing the game pak from your computer.
2) This is a high precision game pak. Avoid subjecting it to extreme temperatures or shock. Store at room temperature. Never attempt to dismantle or open the game pak.
3) Do not touch the terminal leads or allow them to come in contact with water or the game circuitry will be damaged.
4) Never insert your fingers or any metal objects into the terminal portion of the computer. This can result in malfunction or damage.

THANK YOU

for selecting this exciting new game from HAL AMERICA, INC., "HAI". Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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THE STORY

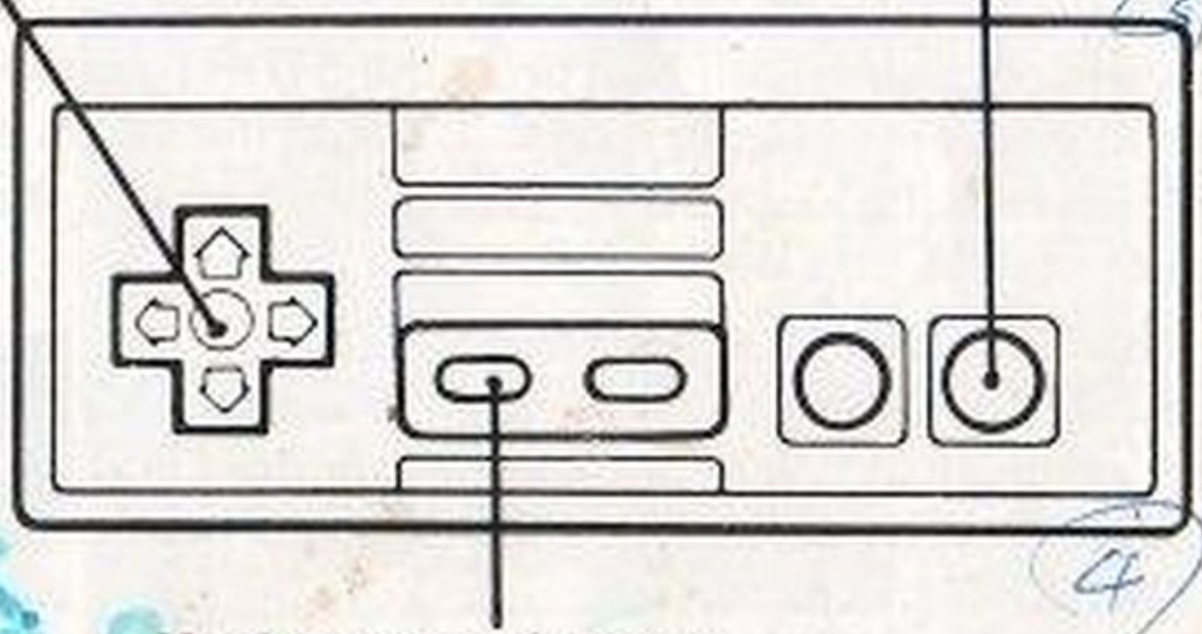
To save the country of Eden from the Great Devil's destruction the King of Eden dispatched Princess LALA to seek help. Prince LOLO was requested to accompany LALA back to Eden. On the way back The Great Devil kidnapped LALA right in front of LOLO.

To save Eden and rescue LALA, Prince LOLO went to the Devil's Haunted Castle. LOLO is not blessed with strength or agility but possesses great courage, high IQ and a lot of patience. Can LOLO save LALA after solving an almost endless series of mazes?

HOW TO USE THE CONTROLLER

Used to use MAGIC SHOTS or POWER OPTIONS.

Used to move LOLO around.



Used to give up the game.

When you come to a deadlock or notice wrong actions halfway, press SELECT. The game is given up, but you can challenge it again.

HOW TO PLAY THE GAME

① Game Start.

Press the START button when the Title screen appears. The words START and PASSWORD will be shown.

If you are playing the game for the first time, press the START button one more time and the game will begin. From the second game onward, move LOLO to PASSWORD with the control pad and press the START button. The screen is replaced with a password entering screen. Choose the letters with the control pad and enter them with the 'A' button. When this is done, you may continue the game from the room you last completed.

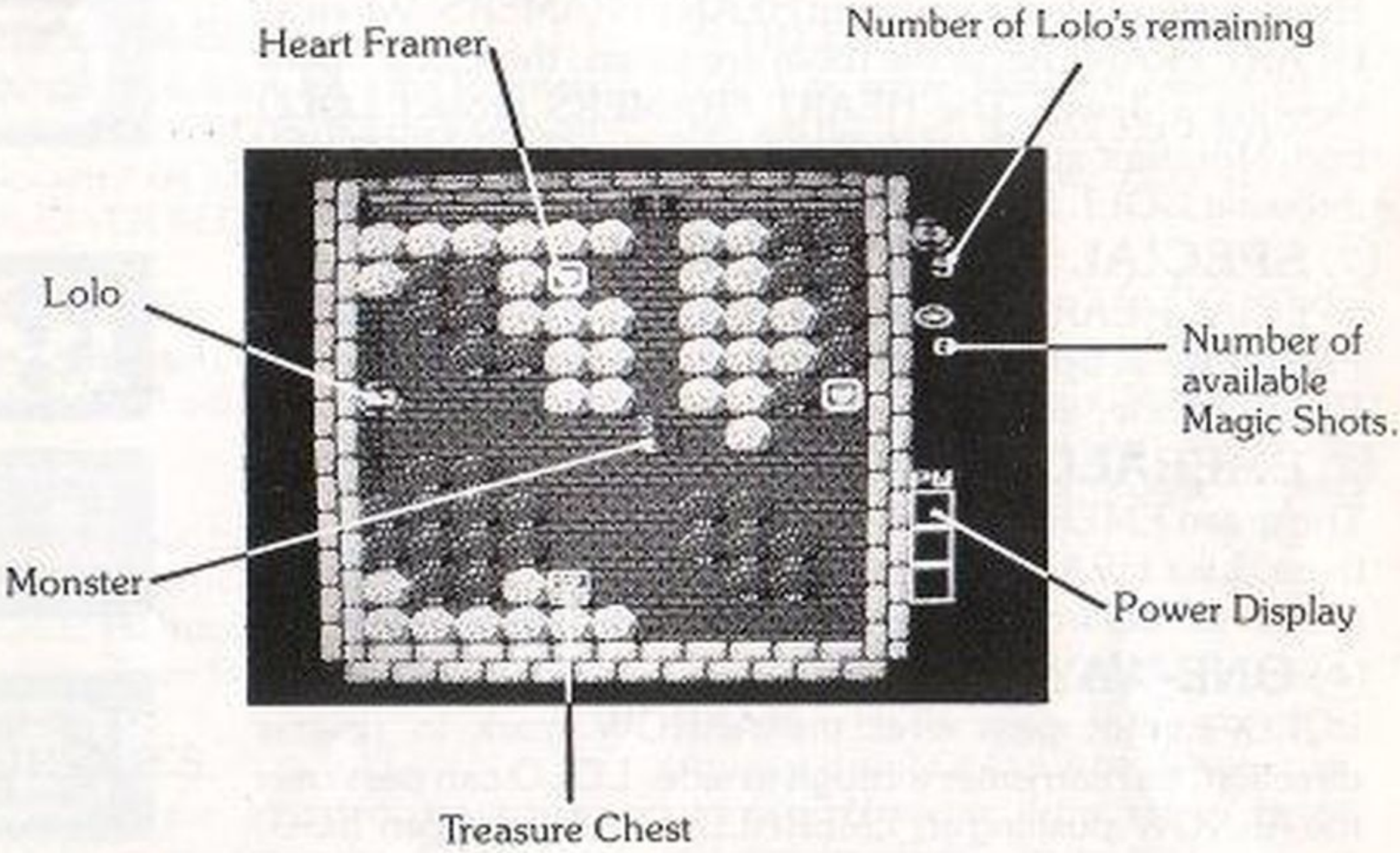
② Taking Heart Framers.

Take the HEART FRAMERS by moving LOLO. Many monsters will block LOLO's way. Confine them using the EMERALD FRAMERS, MAGIC SHOTS and POWER OPTIONS.

③ Clearing of A Room.

When LOLO takes all the HEART FRAMERS on the screen, a chest will open containing a Jewel. Removing the Jewel clears the room. The Castle has TREES, ROCKS, FLOWER BEDS, RIVERS, and DESERTS.

DISPLAY ON THE MAIN SCREEN



ITEMS

① HEART FRAMERS

Heart-marked blocks represent HEART FRAMERS. When all HEART FRAMERS in the room are taken, the Chest opens showing a Jewel. The HEART FRAMERS protect LOLO from Monsters' attacks (MEDUSA's menancing gaze or flame-throwing GOL). It can not be moved.

② SPECIAL HEART FRAMERS

SPECIAL HEART FRAMERS are identical to regular HEART FRAMERS in appearance, but have a hidden infinite power. By taking one, you can gain two MAGIC SHOTS.

③ EMERALD FRAMERS

The green EMERALD FRAMERS can be moved by pushing them. Like HEART FRAMERS, EMERALD FRAMERS can protect LOLO from Monsters' attacks and can confine them.

④ ONE-WAY PASSES

LOLO cannot pass over the ARROW mark in reverse direction, but can enter through its side. LOLO can pass over the ARROW pushing an EMERALD FRAMER or an EGG. The direction of the ARROW can be changed using POWER. Monsters move in any direction regardless of the ONE-WAY PASS.

ENVIRONMENT

① FLOWER BEDS

LOLO can seek safety from the Monsters in the FLOWER BEDS, but they will wait and pounce on LOLO when he leaves the FLOWER BEDS.

② DESERTS

LOLO can enter DESERTS freely, but his walking speed will be cut in half.

③ LAVA

EGGS can not be floated over LAVA. LOLO can pass over it using POWER of a BRIDGE. He must hurry, or the BRIDGE may burn down from the heat.

④ BRIDGES

LOLO and the Monsters may cross BRIDGES at any time.

⑤ TREES

LOLO or active Monsters cannot pass through the trees. Neither can a MAGIC SHOT, but some Monsters' attacks can go through the trees.

⑥ ROCKS

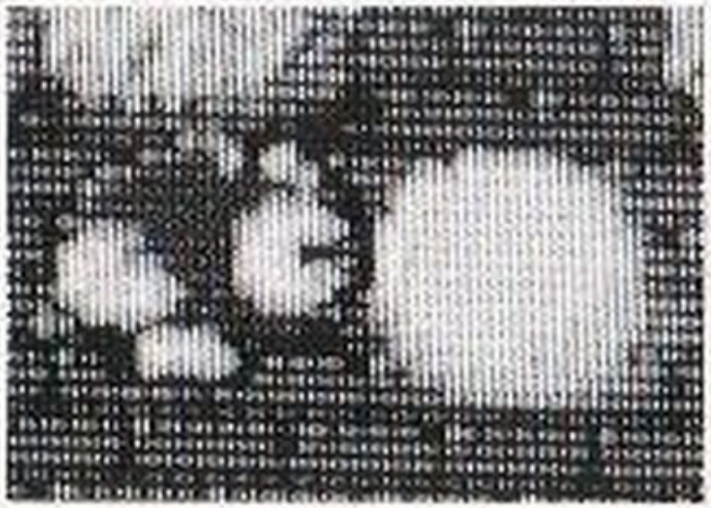
Neither MAGIC SHOTS, Monsters' attacks, LOLO nor active Monsters can pass through a rock, but you can destroy the rock by using the power of the Hammer.

⑦ RIVERS

LOLO is able to keep EGGS afloat and ride them on the water. If the current is flowing, then LOLO will be able to cross the river. However, if the current is not flowing, he will sink on the spot.

MAGIC SHOTS

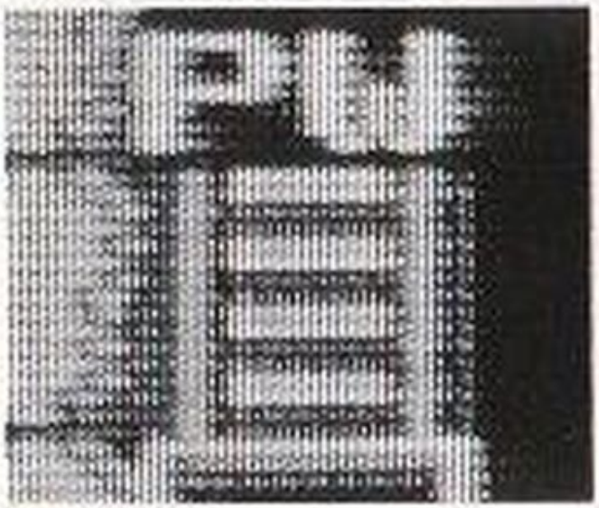
MAGIC SHOTS become available when certain HEART FRAMERS are taken. A Monster hit with a MAGIC SHOT turns into an EGG. The EGG can be pushed around, but it will revert back to a Monster after some time. When shot with a second MAGIC SHOT, an EGG flies out of the screen and will not return for a while. After some time, it will reappear in the form of the Monster at its original position. The EGG may be floated to enable LOLO to cross rivers. Current flows only in specific directions. If there is no current flow, the EGG will sink and LOLO will be lost if he is on board.



POWER

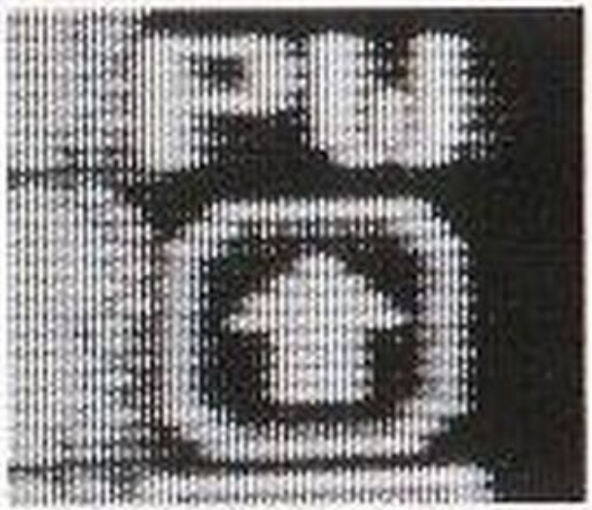
When one of the marks shown below appears on the display, the indicated power may be used,but only after a HEART FRAMER has been taken. MAGIC SHOTS are not available when POWER is used.

BRIDGES



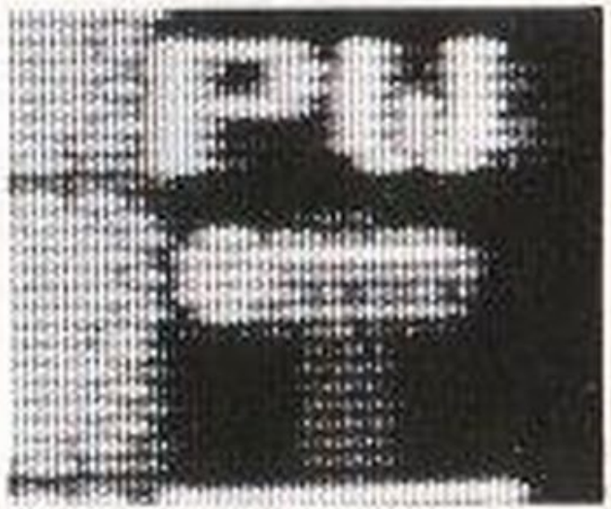
A Bridge can be spanned by facing LOLO toward narrow rivers and pressing Button A.

ONE-WAY PASSES



The direction of a One-Way Pass can be changed by pressing Button A with LOLO facing the arrow.

HAMMERS



A hampering rock can be destroyed by using a Hammer. Press Button A with LOLO facing the rock.

CHARACTERS

LOLO

The hero of this game.
A brave prince who fights monsters.

ROCKY

When faced with LOLO, he will dash forward to pin him down.

SKULL

When all HEART FRAMERS are taken, SKULL will awaken and begin chasing LOLO.

SNAKEY

A lovely harmless monster.

GOL

GOL awakes when all Heart Framers are taken, and discharges a flame when LOLO passes in front of him.

MEDUSA

When LOLO comes near, he will throw the Evil Eye.

LEEPER

LEEPER will fall asleep after a head-on collision.

ALMA

When coming to LOLO's side, he will roll and dash against LOLO.

DON MEDUSA

He throws a sword around him and moves within a limited range.

GAME OVER & CONTINUE

● Game Over.

If any of the following occurs, one LOLO will be lost from the number of remaining LOLOs displayed at the screen's upper right corner.

1. When caught by Monsters SKULL or ALMA.
2. When attacked by Monsters DON-MEDUSA, MEDUSA or GOL.
3. When lost in water or lava.
4. When you give up by pressing the SELECT button.

The game is over when all LOLOs are lost.

● TO CONTINUE

When you come to GAME OVER, the screen will display the PASS-WORD. If you would like to continue the game from where you left off, press the START button. The game will return to the Title screen. Press the START button one more time. The words START and CONTINUE will appear. Press the START button. You are now able to continue the game from where you last left off.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office. Washington, D.C. 20402, Stock No. 004-000-00345-4.

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